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Friday the Thirteenth — Wilson Careybeare

SHINING TIME STATION

"FRIDAY THE THIRTEENTH"

BY

WILSON CONEYBEARE

From characters and storylines created by
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FIRST DRAFT
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SCENE 1
(MAINSET)

(BILLY IS UP ON LADDER NEAR
WORKSHOP DOOR, REACHING INTO
STORAGE AREA. DAN AND BECKY ENTER)

BECKY:

Hi, Billy. Gee, I thought
you were running engine
number nine today.

BILLY;

Still am, Becky, but
first I have to get a box
down from the storage
space for Stacy. How
about you two hold the
ladder steady while I
hand it down to you?

(BECKY GOES TO HOLD ONE SIDE WHILE
DAN GOES AROUND TO OTHER, UNDER
THE LADDER. STACY ENTERS)

STACY:

Uh-oh. I see someone
who's testing his luck.

DAN:

Hi, Aunt Stacy. Who's
testing their luck?

BILLY:

(HANDING BOX DOWN)

I think Stacy means that
walking under ladders is
supposed to be bad luck.
Which, if you ask me --

(COMING DOWN LADDER -- ALMOST
WHISPERS)

-- is silly superstition.

SCENE 1 (CONT'D)

BECKY:

I thought the only thing
about walking under a
ladder is it might fall
on you.

(BILLY PUTS LADDER AWAY AS KIDS
TAKE BOX OVER TO STACY)

STACY:

Oh no. Walking under a
ladder is like, well, if
you break a mirror it
gives you seven years bad
luck. If you say
something scary you knock
on wood so it won't come
true --

*something and you want to make sure
it doesn't happen
something you don't want to happen.*

BILLY:

(PUTTING PENDANT AROUND HIS NECK)

Pretty silly, isn't it?

STACY:

Oh really? Then why are
you putting on your lucky
neck charm? It wouldn't
be because you're running
engine nine today and
engines with nine on them
are supposed to be
unlucky and have break
downs.

BILLY:

Course not. I can
guarantee you number nine
will not break down.

(HE THINKS ABOUT WHAT HE HAS SAID,
SHEEPISHLY KNOCKS ON WOOD, LEAVES)

SCENE 1 (CONT'D)

STACY:

No matter what Billy may
say --

(SHE STOPS, REALIZES BILLY HAS LEFT
HIS LUNCH BUCKET, THERMOS, SOME OF
ITS CONTENTS ON COUNTER)

Oh, gee, he forgot his
lunch! I'd better --

(AS SHE PUTS EVERYTHING INTO BUCKET
SHE SPILLS SOME SALT, REACTS,
THROWS SOME OVER HER SHOULDER)

Always remember, a little
salt over your shoulder
keeps things running
smoothly.

*If you spill a little salt,
nothing will go wrong if you
just throw a little over
your shoulder.*

(AND, HAVING PACKED UP HIS LUNCH,
STACY HEADS AFTER BILLY. KIDS
STARE AT ONE ANOTHER IN AMAZEMENT)

DAN:

I don't get it. I thought⁺
kids were the ones
supposed to do dumb
things.

silly

BECKY:

Yeah. It's like -- Hey!
I know what it is. Look!

eh...

(SHE GOES BEHIND COUNTER, POINTS TO
CALENDAR)

Today's Friday the
Thirteenth! That's
supposed to be an unlucky
day!

DAN:

What's an unlucky day?

SCENE 1 (CONT'D)

BECKY:

We-ell, I think it's sort
of a day when grown-ups
take a holiday from
common sense.

> think its a day
when grown ups
look for unlucky things to happen
everywhere and sometimes
they find what they're looking
for.

(MR. C. POPS UP ON TICKET COUNTER
TOP. HE'S GOT A BERRY PICKING
BASKET, WHICH HOLDS NORMAL SIZED
THREE LEAF CLOVERS -- HUGE FOR
HIM)

MR. C:

Today unlucky? I find
that hard to believe.
Look how much luck I've
had finding these three-
leaf clovers!

DAN:

Hi, Mr. Conductor. Are
three-leaf clovers lucky?

MR. C:

They certainly must be,
or I wouldn't have been
so lucky finding so many
of them!

to find

BECKY:

That's not right, Mr.
Conductor. Even I know
it's four leaf clovers
that are the lucky ones.
Because they're so hard
to find.

✓
Everybody knows

MR. C:

That could be true, too.
I'm often unlucky at
finding things I can't
find.

SCENE 1 (CONT'D)

DAN:

Four leaf clovers aren't
that hard to find, Becky.
I've seen millions of 'em
out back near the tram *look*
shed. I can show you.

MR. C:

Wait a minute! If I find
three leaf clovers and
you find four leaf
clovers, then we'd have
seven leaf clovers --
which must be luckiest of
all!

*we could tie them
together and have 7-leaf
cloves -- and seven
is supposed to be the
luckiest number.*

BECKY:

Let's go look!

(MR. C. POPS OFF AND KIDS RUSH TO
EXIT, ALMOST HITTING AN ENTERING
SCHEMER)

SCHEMER:

Hey hey hey hey hey, what
is this? The nine-
fifteen through
Schemerville? Get out of
here, get out of here!

(KIDS GONE. SCHEMER GOES TO
ARCADE, SETS UP STUDENTS' CHAIR FOR
LECTURE, ROTATING CHALKBOARD,
GRABS POINTER. AS HE DOES LITTLE
SCHEME ENTERS WITH BINDERS AND
NOTEBOOKS, CHECKS HIS WATCH,
REALIZES HE'S LATE, SCOOTs INTO HIS
CHAIR)

SCHEMEE:

I'm here for my lessons,
Uncle -- I mean
"Professor"!

(SCHEMER JUST LOOKS AT HIM
EXPECTANTLY)

What?

SCENE 1 (CONT'D)

(SCHEMER TAPS POINTER IMPATIENTLY.
SCHEMER REMEMBERS, SIGHS, REMOVES
APPLE FROM POCKET, HANDS IT TO
SCHEMER, RESUMES SEAT. SCHEMER
TAKES BIG BITE)

SCHEEME

✓

SCHEMER:

That's better! Scheming
School now in session!
Scheeme, it is only out
of the goodness of my
heart that I have been
giving you these lessons
on true scheming. And
what do we say when
someone says, "Out of the
goodness of my heart"?

(FLIPS CHALKBOARD; THEY READ
TOGETHER)

SCHEEME AND SCHEMER:

"Yeah, tell me another
one, Jack!

SCHEMER:

And when a fool -- I mean
a valued customer --
says, "Hey, you ripped me
off" what do we say?

(THEY BOTH DO THE "HA" LAUGH)

I love it! I love it!
Now! Today is Friday the
Thirteenth, and all over
the world people become
total yo-yo's and get all
wiggly because they're
scared of bad luck. And
why?

(FLIPS BOARD, SCHEEME READS)

SCHEEME:

"Fear sells!"

SCENE 1 (CONT'D)

SCHEMER:

The kid's got the touch.
Now, on this day you can
sell any piece of junk to
even smart people as long
as they think it's lucky
junk.

✓ any

(SCHEEME RAISES HAND)

Yes, the ^{young man} boy in the front
row.

SCHEEME:

That's too good to be
true. ADULTS AREN'T THAT STUPID.

easy to fool

SCHEMER:

So young and naive it's
beautiful.

(NOTES CUSTOMER ENTERING)

Field trip time! Over to
the ticket booth and the
Schemer will demonstrate!

(HE GOES TO CUSTOMER AT TICKET
BOOTH, SCHEEME FOLLOWS. THE
CUSTOMER -- COUNTRY MR. DEEDS-TYPE
-- IS WAITING PATIENTLY. SCHEMER
SIDLES UP TO HIM TO BE CASUAL)

Hey my good train
traveling type guy. I
couldn't help noticing
you're looking to buy a
ticket for the train on
Friday the Thirteenth.

CUSTOMER:

Yup.

SCHEMER:

I guess you're not
worried about the trains
crashing.

SCENE 1 (CONT'D)

CUSTOMER:

Nope.

SCHEMER:

Me neither. Because today I've got my lucky rabbit's foot and my genuine imitation plastic four leaf clover.

CUSTOMER:

Zat so?

SCHEMER:

(OPENS JACKET, REVEALS SUCH ITEMS SEWN IN)

Wanna buy some?

CUSTOMER:

You kiddin'? What kinda moron believes that kind of jim crackery is lucky? you must be a fool! *Only a fool would* ✓ (a)

(WITH THAT HE WALKS AWAY)

SCHEMER:

A lesson in how not to hook a sucker. I wanted to make sure you knew the wrong way to do it before we start selling all our phony rabbits' feet, plastic four leaf clovers--

SCHEEME:

Uncle Schemer -- I mean Professor -- What if I have even more ideas on how to make nickels out of Friday the Thirteenth?

SCHEMER:

Scheeme, all I can say is: scheme away!

SCENE 1 (CONT'D)

SCHEEME:

Great! I'll be right
back!

(HE DUMPS HIS BOOKS AND RUSHES OUT,
SCHEMER LOOKING AFTER HIM, GETTING
VERY EMOTIONAL)

SCHEMER:

The kid's a genius. One
day he might even be --

(BLOWS HIS NOSE IN EMOTION AT THE
THOUGHT)

-- a banker!

(DISSOLVE TO:)

SCENE 2
(INT. JUKEBOX)

(PUPPETS ALL IN A STATE OF HIGH TENSION. SOME WEAR LUCKY NECKLACES, HAVE RABBITS FEET, ETC.)

REX:

But what if someone asks for it, Tex?

TEX:

Maybe we should just hog-tie tunemakers and keep it silent city!

DIDI:

What are you guys talking about?

TITO:

The unlucky song, man, the unlucky song! Every Friday the Thirteenth when someone requests [SONG TITLE] something downright rude has happened!

*Superstition / Witchcraft / Black
alleg. Cat.*
Crazy

DIDI:

Then why don't we just not play the song?

GRACE:

We tried that last year but even then we short-circuited.

DIDI:

But just because it's Friday the Thirteenth doesn't mean bad things happen.

REX:

Oh yeah? We've already had bad luck. Scheeme's here, isn't he?

SCENE 2 (CONT'D)

(THEY ALL LAUGH AT THIS)

(DISSOLVE TO:)

SCENE 3
(MAINSET)

(DAN AND BECKY RETURN WITH CLOVERS)

BECKY:

Okay, so you were right.
I've never seen so many
four-leaf...

(SHE STOPS IN HER TRACKS THOUGH.
THEY BOTH DO -- AND STARE. WE SEE
KID'S WADING POOL WITH PLASTIC
DUCKS IN IT CENTERSTAGE. A SIGN
READS "LUCKY DUCKY POND -- THROW
IN NICKELS AND YOU WILL BE OK."
LOOKING FURTHER, KIDS SEE SCHEMEE
PUTTING UP LAST OF PICTURES OF
TRAIN WRECKS, VERY PROUD OF
HIMSELF)

*avoid
to prevent bad luck
and you will not have bad luck.*

The "Lucky Ducky Pond"?

DAN:

"Throw in Nickels and You
Will Be Okay"? *to avoid bad luck
prevent*

SCHEMEE:

Ah, I see my first
suckers -- I mean
customers -- have
arrived. Quick! Before
something bad happens to
you, throw a nickel into
lucky ducky pond. Or
perhaps I could sell you
a rabbit's foot so you
won't get into one of
these!

✓

DAN:

Pictures of trains that
have gone off the tracks?

BECKY:

Scheeme, you don't think
anyone's gonna fall for
this, do you?

SCENE 3 (CONT'D)

SCHEME:

And they're not! I
happen to know that when
it comes to Friday the
Thirteenth? Adults? *will fall for almost anything*
~~Idiot city!~~

DAN:

Well, Billy and Aunt
Stacy might be a little
funny, but not all
adults.

*superstitious
silly*

SCHEME:

Oh yeah? I'll prove it!

(HE GOES TO MIDGE SMOOT WHO HAS
JUST ENTERED WITH TICKET IN HAND)

My dear Miss Smoot. I
couldn't help noticing
that you have a train
ticket in your hand. I
hope you're not thinking
of getting on a train on
Friday the Thirteenth?

MIDGE:

You think a woman of my
maturity would be worried
about Friday the
Thirteenth?! Scheme,
how ridiculous.

(BECKY AND DAN LOOK AT ONE ANOTHER,
PLEASED AND VINDICATED)

SCHEME:

You mean you're not
worried?

MIDGE:

Of course not!

SCHEME:

It doesn't mean --
anything to you?

SCENE 3 (CONT'D)

MIDGE:

Why would it, when I've
got my lucky rabbit's
foot?

(PRESENTS IT FROM PURSE ALONG WITH
OTHER JUNK)

My four leaf clover, my
horseshoe, my lucky
plastic crochet hook.
Scheeme, you should have
more respect for your
elders.

(SCHEEME GIVES THUMBS UP TO DAN AND
BECKY, WHO ARE HORRIFIED)

SCHEEME:

But surely you're not
going with only one
rabbit's foot? After
all, trains are very
dangerous and --

(WE SEE SCHEEME HOLDS BEHIND HIS
BACK PORTABLE TAPE RECORDER. HE
HITS BUTTON AND WE HEAR AWFUL SOUND
OF TRAIN SCREECHING AND WRECK.
EVERYONE, INCLUDING AN OVERACTING
SCHEEME)

MIDGE:

What was that? What was
that??!

SCHEEME:

It must be the ghost
train!

(HE DEPRESSES BUTTON TO STOP IT)

MIDGE:

The ghost train??

SCENE 3 (CONT'D)

BECKY:

(SHE'S SEEN TAPE RECORDER, GOES TO HIM TO REVEAL TAPE RECORDER)

Hey, wait a minute,
Scheeme. You can't --

(WRENCHING AWAY FROM HER, KEEPS UP HIS PITCH)

SCHEEME:

Yes, Miss Smoot, a long time ago a train went off the tracks -- kerflooeey -- and haunts the station to this day! In fact, this whole place is Ghost Central Station!

MIDGE:

I knew it, I knew it! I've heard rumors about this station, and even though I didn't feel it was my place to say I had a feeling that... why, I've even heard there's a little man who wanders around here, a tiny train conductor --

SCHEEME:

(ROLLS HIS EYES IN AMAZEMENT)

A tiny train conductor. Of course. Him too. Right.

BECKY:

Miss Smoot, Scheeme's not telling the truth. There are no ghosts at Shining Time Station and there's no Mr. Conductor -- I mean there's no tiny little --

(AT THAT MOMENT, NEAR DAN, MR. C. POPS UP)

*and how could there
be have you ever seen
a tiny train
conductor?*

*Well not with my own
eyes --*

SCENE 3 (CONT'D)

MR. C:

Did someone call for --

(DAN QUICKLY GOES TO GRAB HIM TO HIDE HIM. MR. C., REALIZING HE SHOULD HIDE, RUSHES OVER BEHIND VASE, WHICH HE KNOCKS OVER. MIDGE DOESN'T SEE MR. C., WHO DECIDED TO DISAPPEAR, BUT SHE FREAKS ANYWAY)

MIDGE:

What was that? That vase! It just fell from nowhere! This station is haunted!

(STACY ENTERS WITH BOX OF JUNK)

STACY:

Hi, Midge. What can I --

(MIDGE RUSHES TO STACY, WORRIED FOR HER, HUGS HER TO HER BOSOM)

MIDGE:

Oh Miss Jones, you poor poor child! I've heard so many rumors -- not that I'm one to gossip -- but I know for a fact there are hundreds of ghost trains and little conductors and -- you poor poor child, having to work in a station like this!

DAN:

Aunt Stacy, Scheeme's trying to sell his good luck charms by scaring people and telling lies--

get people to put money in his lucky Duck Pond

SCHEME:

making up stories

Am not!

SCENE 3 (CONT'D)

BECKY:

Are too!

(KIDS GET IN ARGUMENT AS SCHEMER
ENTER, BREAKS THEM UP)

SCHEMER:

Hey hey hey hey hey,
what's this?

SCHEEME:

Professor, everyone's mad
at me because I'm trying
to make nickels from
stupid superstitions!

silly

MIDGE:

They're not
superstitions! I saw
that vase fall from
nowhere and it's a known
fact about the ghost
trains!

(HUGS STACY AGAIN)

But don't you worry my
dear, I know all sorts of
ways to help you! I'll
be right back!

STACY:

But Miss Smoot --

(BUT SHE'S GONE. STACY TURNS,
ANGRY, GESTURES TO JUNK)

Schemer. Why do I think
you're behind all this?

SCHEMER:

I don't know; habit?

SCHEEME:

We're just protecting
people from train wrecks!

SCENE 3 (CONT'D)

STACY:

But there's never been a
train wreck on the Indian
Valley Railroad. If you
don't know that, Scheeme,
your uncle does.

SCHEMER:

Miss Jones, are you
prepared to back up that
amazing fact?

STACY:

(GOES TO BOX)

All the old records are
in this box of old
things--

(AS SHE PULLS OUT BOOK OF RECORD
MIRROR FALLS OUT AND BREAKS.
SCHEMER FREAKS)

SCHEMER:

She broke a mirror! She
broke a mirror! Seven
years bad luck! Quick,
let's make a deal!

SCHEEME:

(QUICK AS DICE, HANDS HER PLASTIC
FOUR LEAF CLOVER)

Five cents!

DAN:

Five cents for a plastic
four leaf clover? We've
got real ones for free.

SCENE 3 (CONT'D)

STACY:

In that case I'll take
the free one so I don't
have seven years bad
luck.

(TAKES IT FROM AN AMAZED DAN)

Thank you, Dan. Now I'd
better get a broom and
sweep that up or you
never know what could
happen. Then I'll deal
with you two.

(SCHEMER AND SCHEME FOLLOW HER OUT)

SCHEMER:

Oh come on, Miss Jones,
be a sport. You're
gonna take a crummy old
real clover when you
could have a plastic one
for five cents??

(THEY'RE GONE. DAN AND BECKY LOOK
AT ONE ANOTHER)

DAN:

Did what I think just
happened just happen?

awkward

BECKY:

Stacy was yelling at
Schemer and Scheme for
fooling people, but she
really seemed happy when
she got the four leaf
clover.

(MR. C. POPS UP, PEERS AROUND
ANOTHER VASE)

MR. C:

Is it safe to come out?

SCENE 3 (CONT'D)

DAN:

Safe? Gee, Mr.
Conductor, you mean
you're superstitious, too?

*you mean the
because of mirrors
fake*

MR. C:

I am around Schemer and
Little Scheme.

DAN:

Mr. Conductor, we're
confused. No matter
what, the grown-ups seem
to believe all this silly
stuff about being lucky
and unlucky.

we can't believe it

MR. C:

Oh, I think I can explain
that. Sometimes people
can't help themselves
from being silly -- even
if they know it's silly.
It's like the engines on
the Island of Sodor.
Would you believe that
they were even afraid of
a cow of all things?

CHILDREN:

A cow?

MR. C:

Yes, and it's a very
mooo-ving story, if you
know what I mean.

(BLOWS WHISTLE AND WE GO TO:)

SCENE 4

(TTE: #1: "COWS")

SCENE 5
(MAINSET)

MR. C:

So you see, at some point
everyone can be a silly
cow.

BECKY:

But this is different
from being silly.
Scheeme's tricking people
into being afraid.

MR. C:

Well, something tells me
Little Scheeme will soon
fearfully regret his
frightening fearful
folks. And as for me,
I'm afraid I have to
go from here, but I'll be
back, have no fear.

—] ?
folly

(HE POPS OFF AS BILLY PASSES
THROUGH)

BILLY:

Hey kids!

DAN:

Hi Billy. Did number
nine get into a crash?

✓

BILLY:

Did number...

(HE STOPS, GESTURES THEM INSIDE)

Come on inside a second.

(THEY TROOP IN)

(CUT TO:)

SCENE 6
(WORKSHOP)

(AS THEY ENTER)

BILLY:

Sounds to me like you've
been thinking about this
superstition business.

BECKY:

Well, most of the
superstitions don't seem
to make any sense at all.

BILLY:

That's true, but some
come out of experience.
Like walking under a
ladder is a dangerous
thing to do in any case.
Whether it brings bad
luck or not? Hard to
say.

(GESTURES TO SHELF)

Dan, can you ^hhad me that
book there? [^]

(AS HE DOES)

Railroad folks have their
own superstitions. The
idea that a train with
the number nine on it is
dangerous came about
because one time a number
nine ran into another
train for no reason at
all. Second time it
happened with a number
nine, the rule stuck.

(TAKES BOOK)

Thanks. In here, all
sorts of train
superstitions. There's even
one about robins.

idea

SCENE 6 (CONT'D)

DAN:

You mean like birds?

BILLY:

Mhm. Railroad folks don't like to bother a robin redbreast because once a robin chased a train a long distance. No one could figure out what she wanted until someone looked under the caboose and there -- there they found a robin's nest. She was just trying to protect her young. A lot of people liked that, and the tradition stuck.

is this true?

BILLY:

DAN

So now railroad people are nice to robins?

BILLY:

Any bird, really, but you get the idea. I've seen them change whole cars so as not to upset a robin. ~~Pretty silly, isn't it?~~

now, does that sound silly?

DAN:

Yeah, but it sounds kinda nice, too.

BILLY:

Not all superstitions are silly, and not all of them bad. I think it's what you do with them that matters. And, what you let them do to you.

(KIDS LOOK AT ONE ANOTHER, THOUGHTFULLY)

(CUT TO:)

SCENE 7
(MAINSET)

(STACY IS TRYING TO DO WORK AT
TICKET BOOTH WHILE MIDGE IS TRYING
TO FOIST ITEMS ON HER FROM HER
PURSE)

MIDGE:

Please, Miss Jones, I'd
feel so much better if
you took my extra-large
lucky rabbit's foot.

STACY:

It's awfully sweet of
you, Midge, but I'm fine.
There's nothing unusual
in Shining Time Station
-- Midge? Midge?

(BUT MIDGE CAN'T ANSWER. SHE'S
JUST STARING)

(HER POV AND WE SEE SHE IS WATCHING
THE SHADOW OF A HUGE BLACK CAT
CROSS BEHIND THE TICKET BOOTH.
STACY CAN'T SEE THIS)

Midge?

MIDGE:

Miss Jones, there's a...
big... black... cat!

(AND SHE FAINTS DEAD AWAY INTO
STACY'S ARMS. BILLY AND KIDS RUSH
OUT OF WORKSHOP)

BILLY:

What's wrong?

STACY:

Midge Smoot just said
something about a big
black cat and fainted
dead away!

just like that

SCENE 7 (CONT'D)

(BILLY HELPS HOLD MIDGE UP, AND WE SEE SHE HAS FROZEN IN THE POSITION SHE WAS IN, STILL HOLDING OUT HER LUCKY RABBIT'S FOOT. AS STACY AND BILLY TEND TO HER, BECKY AND DAN LOOK AT ONE ANOTHER, THEN LOOK BEHIND COUNTER AND THERE --

-- THERE THEY SEE LITTLE SCHEME SCURRYING AWAY HOLDING A LITTLE STICK WITH A PIECE OF CONSTRUCTION PAPER IN THE SHAPE OF A BLACK CAT TIED TO IT. HE WAS USING A FLASHLIGHT TO THROW SHADOW)

DAN:

It's Scheme! Aunt
Stacy, it's --

BILLY:

It's okay, kids, we'll
handle this.

BECKY:

But Billy, it's --

STACY:

Miss Smoot just needs
some air.

(KIDS LOOK AT ONE ANOTHER, SHRUG,
EXIT)

MIDGE:

Black cat... big...
coming at me... haunted
station...

STACY:

Midge, there's no black
cat.

SCENE 7 (CONT'D)

MIDGE:

(COMING AROUND)

No black cat? Miss
Jones, I saw it! I...
saw it and now I know.

BILLY:

Now you know what, Miss
Smoot?

MIDGE:

Now I know there's only
one person who can help
you!

STACY:

Who's that?

MIDGE:

Helga Boonswoddle! The
official medium of the
Flowering Cactus Ladies
Auxiliary!

(WITH THAT SHE RUSHES OFF. STACY
AND BILLY LOOK AT ONE ANOTHER IN
AMAZEMENT)

STACY:

The official medium of
the Flowering Cactus
Ladies Auxiliary?

(CUT TO:)

SCENE 8
(WORKSHOP)

BECKY:

You know, I'm starting to think no one wants to hear the truth about all this superstitious stuff. It's almost like this is a way for grown-ups to still have fun.

(MR. C. POPS UP)

MR. C:

Did someone say fun? That's certainly enough to make one come on the run.

BECKY:

Mr. Conductor, every time someone has an accident they think it's because of something else.

MR. C:

Oh, that's certainly the opposite of fun. Everyone should remember that most accidents happen because of carelessness, and have nothing to do with superstition.

DAN:

You couldn't get Miss Smoot to believe that.

MR. C:

Oh I'm sure I could, if I told her the story of Gordon going off the rails. And you know, the first thing I'd tell her is --

(BLOWS WHISTLE AND GO TO:)

SCENE 9

(TTE: #2: "OFF THE RAILS")

SCENE 10
(WORKSHOP)

DAN:

Do you think Scheeme will
learn a lesson like
Gordon did?

MR. C:

Well, not the same
lesson, but something
tells me he'll get turned
around just like Gordon
did. And speaking of
Little Scheeme --

(HE POPS OFF)

SCENE 11
(MAINSET)

(SCHEMER AND LITTLE SCHEME ENTER
WITH LARGE BUTTERFLY NETS,
PREPARING TO FISH NICKELS OUT OF
LUCKY DUCK POND)

SCHEMER:

A-hunting nickels we will
go/A-hunting nickels we
will go/As long as the
silver flows/A-hunting
nickels we will go!

(THEY STOP AT POND)

Now here's the plan. You
get in the pond and fish
out all the nickels the
fools have thrown in for
good luck and I'll put
them in my --

(HE STOPS, SEES HIS COIN CHANGER IS
GONE)

My coin changer is gone!

(BEGINS MANIC SEARCH)

Quick, call someone, do
something! Someone boil
water! It's got to be
here -- somewhere --
it's--

(AND IN HIS FRANTIC SEARCH HE LANDS
IN MIDDLE OF WATER. HE SPOUTS)

Talk about bad luck!

SCHEME:

Gee, Uncle Schemer, it's
probably gonna be hard to
find. Maybe you should
throw a nickel in the
Lucky Ducky Pond to make
sure things work out.

SCENE 11 (CONT'D)

SCHEMER:

That's for suckers. I
don't need that kind of
stuff!

(HE RUSHES OFF, EXITS, RUNS BACK,
DIGS DEEP IN HIS POCKET, THROWS IN
MONEY, SCURRIES OUT. SCHEEME'S
DELIGHTED, REMOVES COIN CHANGER
FROM POCKET, LAUGHS, HIDES IT UNDER
BENCH NEAR MURAL WHEN BECKY AND DAN
COME OUT OF WORKSHOP. THEY SAW THE
WHOLE THING)

should but
I don't have
any more
because I don't
have my coin
changer

BECKY:

Scheeme, we saw what you
just did! You even
ripped off your own
uncle!

SCHEEME:

So? He's the one who
taught me how to do it.

DAN:

Yeah, but this isn't
right.

SCHEEME:

Right? I'll tell you
what's right. I'm
making nickels off
everyone being scared and
you're not. So there! I
even have enough money
to...

(LOOKS AROUND)

-- to play the jukebox
all day long if I want!

BECKY:

But Scheeme --

SCENE 11 (CONT'D)

SCHEME:

Please. Don't interrupt
me while I'm making a
selection...

(HE CONSIDERS JUKEBOX SELECTIONS)

SCENE 12
(INT. JUKEBOX)

(PUPPETS IN TOTAL PANIC)

TITO:

He's gonna do it, man! I
can see it now! He's
gonna choose [SONG
TITLE]. Here it comes!

(NICKEL COMES DOWN, ALL HIDE EYES)

REX:

I cain't look, Tex.
What'd he choose?

TEX:

The little squirt
chose...[SONG TITLE].

(THEY ALL SCREAM)

DIDI:

Have we short-circuited
yet?

TITO:

Not yet, sticks, but you
never know. I think we
should just do it and
pray for the best.

TEX:

Ya mean we're gonna ride
this bull to the finish?

GRACE:

That's the only way to
go. One two three --

(THEY PLAY SONG. AT END THEY ALL
LOOK AT ONE ANOTHER, REALIZE
NOTHING HAS HAPPENED... AND FAINT)

(DISSOLVE TO:)

*collapse into exhaustion
and relaxation*

SCENE 13
(MAINSET)

(DAN AND BECKY SITTING ON STEPS
UNHAPPY. MR. C. IS HEARD)

MR. C:

Psst! Dan! Becky!

(KIDS LOOK AROUND, CONFUSED)

Over here!

(THEY LOOK AND SEE MR. C. IS RIDING
ONE OF THE DUCKIES IN THE POND,
WAVING A COWBOY HAT AS IF HE'S
IN THE RODEO)

Whoo-ee! This is fun!
Ride 'em ducky!

DAN:

Hi, Mr. Conductor. Maybe
you can tell us. What's
a meedum?

BECKY:

Yeah. Miss Smoot says
she's bringing a meedum
here.

MR. C:

Oh, I think you mean
medium. That's someone
who reads crystal balls
and can contact spirits
and all those things.

DAN:

Do you believe in
spirits, Mr. Conductor?

MR. C:

Of course. I can be very
spirited. And speaking
of spirits, your spirits
seem very low.

SCENE 13 (CONT'D)

BECKY:

It's just that we can't
convince anyone that all
this is Scheeme's fault!

MR. C:

Mm, that is a problem. I
wonder how we could solve
that?

BECKY:

It's prob'ly impossible.
It would take magic to...
wait, that's it!

(MR. C. NOW APPEARS ON BECKY'S
SHOULDER)

MR. C:

Is it a secret?

BECKY:

I know how we can show
everyone how silly this
all is!

(SHE BEGINS TO WHISPER TO DAN AND
MR. C)

(DISSOLVE TO:)

SCENE 14
(MAINSET)

(SCHEMER ENTERS LOOKING AROUND
FRANTICALLY)

SCHEMER:

It's got to be here!
Coin changers just don't
get up and walk away --
not without reason,
anyway. Miss Jones!
Billy Two-Feathers!

(BILLY AND STACY ENTER)

STACY:

Schemer, what's all the shouting?

SCHEMER:

It has come to my
attention that my coin
changer is missing and
without pointing fingers
of accusation, I want to
know which one of you
clipped it.

STACY:

Schemer, nobody took you ✓
coin changer. You ✓
probably --

(MIDGE SMOOT APPEARS IN GRAND
ENTRANCE)

MIDGE:

May I present! The
official medium of the
Flowering Cactus Ladies
Auxiliary and she's here
to rid this awful station
of its terrible spirits
who keep bringing this
place such awful luck!
Madame helga Boonswoddle
form Burpitania!

SCENE 14 (CONT'D)

(HELGA BOONSWADDLE APPEARS IN GYPSY ROBES, CLINKING COSTUME JEWELRY, CARRYING BIG BLACK BAG. FLAMBOYANT? BETTER BELIEVE IT)

HELGA:

Helga sees all! Helga knows!

SCHEMER:

Don't worry, Miss Jones, I'll get rid of this phony baloney. I can see right through her. hey Helga --

HELGA:

You are --

(WE SEE HER LOOK AT SIGN THAT SAYS "SCHEMER'S ARCADE")

Schemer!

SCHEMER:

Hey, that's right!

HELGA:

You are misunderstood by your friends. They don't realize the depths of your deep thoughts. They don't know you are so -- so -- brilliant?

SCHEMER:

Hey, this is great! Finally a medium who knows her stuff.

(DURING FOLLOWING ONLY WE SEE SCHEEME ENTER. HE SCOOTs INTO HIDING TO SIZE UP THE SITUATION)

SCENE 14 (CONT'D)

STACY:

Gee, Madame Boonswoddle,
I appreciate you coming
down here, but I don't
know how you can help us.
you see, Shining Time
Station is --

HELGA:

Is railroad station!

SCHEMER:

Right again! This is
really amazing...

(SHE REMOVES HORN FROM HER BAG,
PUTS IT TO EARS)

HELGA:

The spirits speak to me.
They are saying... yes,
yes, now I hear! They
are saying. rid this
place of its evil
spirits, and do so for
ten dollars!

MIDGE:

I've got ten dollars!

HELGA:

Spirits are about to...

(WE SEE SCHEEME GRIN AND SHUT OFF
THE LIGHTS. EVERYONE REACTS "HEY,
WHAT HAPPENED?")

Quick! Spirits have
turned out lights!
Helga must hold seance!

SCENE 14 (CONT'D)

MIDGE:

Oh, I love this part!
Quick! We all stand in a
circle and join hands and
Madame Boonswoddle gets
rid of the evil spirits.
Oh please, Miss Jones,
it's for your own good.

(BILLY AND STACY LOOK AT ONE
ANOTHER, SHRUG, JOIN HANDS. MIDGE
TAKES SCHEMER'S. ALL FORM CHAIN.
HELGA IS CENTER. FROM HER BAG SHE
REMOVES A SHINING DISCO BALL WHICH
SHE PLACES ON THE FLOOR. SHE SORT
OF DANCES AROUND IN FRONT OF AND
BEHIND THE LINE OF PEOPLE)

HELGA:

Evil spirits, are you
there?!

(WE SEE LITTLE SCHEEME, HIDING.
HE DOES A WHOO. HELGA IS
SURPRISED)

Holy smokes! This is
giving me the creeps. I
mean...

(HELGA IS BEHIND THEM,
SURREPTITIOUSLY REMOVES BELL FROM
HER SLEEVE)

If you hear me spirits,
ring a bell!

(MR. C. APPEARS ON HER SHOULDER AND
RINGS A BELL IN HER EAR. HELGA
LOOKS AT HER OWN BELL, WHICH DIDN'T
RING, THEN STARES AHEAD IN
AMAZEMENT AS MR. C. WHISPERS TO
HER. DURING FOLLOWING SHE LOSES
HER ACCENT AND STARES AHEAD IN
SHOCK)

MR. C:

I am the spirit of
fooling people!

Can Schmeer hear
Mr C's voice
— for the first
time →

SCENE 14 (CONT'D)

HELGA:

Are you kidding me, Jack?

MR. C:

And I know it was Little
Scheeme who did
everything.

HELGA:

Little Scheeme? Who is
Little Scheeme?

SCHEMER:

That's my nephew! Is he
in trouble?

MR. C:

He turned out the lights
and he scared Miss Smoot
with the phony cat and he
plays all the tapes of
trains crashing...

HELGA:

No, he's not ^{just} in trouble.
He's a jerk.

MR. C:

If you look under the
bench, all will be
explained.

HELGA:

If we look under bench
all will be explained?

MR. C:

Here, I'll show you.

(MR. C. DISAPPEARS, A QUICK CUT AND
WE SEE HIM TURN ON LIGHT, THEN
DISAPPEAR. EVERYONE STARTS.
SCHEMER IS UPSET BECAUSE SEANCE HE
WAS ENJOYING IS OVER)

He's in big trouble

SCENE 14 (CONT'D)

SCHEMER:

Oh great! Another
perfectly good seance
ruined when someone turns
on the light!

HELGA:

(IN SHOCK)

I heard a spirit. I
heard a real spirit. Me!
Doris Birbbblebottle from
Eggywegg heard a spirit.

STACY:

What was that about
Little Scheeme and
looking under the bench?

(SEES UNDER BENCH)

Uh-oh, look what I found!

(STACY REMOVES ITEMS FROM UNDER
BENCH. TAPE RECORDER, COIN
CHANGER, BLACK CAT STICK, ETC.
WHILE THEY EXAMINE THIS STUFF,
SCHEEME, IN B.G. TRIES TO TIPTOE
OUT)

SCHEMER:

Hey, that's my coin
changer!

BILLY:

And this I'll bet...

(FLICKS ON TAPE RECORDER)

Yep. It's the ghost
train.

STACY:

And this I'll bet is the
cat Midge saw!

SCENE 14 (CONT'D)

MIDGE:

You mean it... I... Oooh!
Where is that half-pint
of pickle grease, I'll
wring his little --

(SHE TURNS, SEES HIM)

There he is! I'll get
you -- you --

(BUT SCHEMER JUMPS IN, THROWS HIS
BODY IN FRONT OF SCHEEME'S_

SCHEMER:

Miss Smoot, if I may
kindly point out that he
is only a child and my
nephew and I can't let
you punish hem!

MIDGE:

Why not?

SCHEMER:

(TURNS ON SCHEEME)

Because I am going to!

SCHEEME:

Hey wait a minute, Uncle
Schemer! I was only
trying to make some
deals!

SCENE 14 (CONT'D)

SCHEMER:

Scheeme, where in our lessons did I say deals was scaring people so they faint? That's not deals, that's hurting people and hurting people is wrong!!

(BILLY AND STACY STARE AT EACH OTHER IN AMAZEMENT. SCHEMER REALIZES WHAT HE HAS SAID, BACKTRACKS)

What I mean is that if people are afraid they won't spend money at the arcade! Come on kid, apologize!

SCHEEME:

I... I'm sorry for what I did. I guess it was wrong.

STACY:

Sound to me like you might have learned a lesson.

SCHEEME:

Did I ever. Don't count on your uncle to back you up.

SCHEMER:

Now we have to begin your education all over again. Come on, let's go let's go let's go let's go!

(HE SHEPHERDS SCHEEME OUT. WE SEE MIDGE SMOOT DISAPPOINTED)

MIDGE:

Well! I must say I've never been so disappointed.

link unclear?

too dyslexic

SCENE 14 (CONT'D)

STACY:

Because your seance
didn't quite work out?

MIDGE:

No, because I didn't get
to wring that squirt's
neck. Come on, Helga.

HELGA:

But I heard a voice, I
really did.

MIDGE:

Oh save it for the usual
claptrap at the Friday
meeting of the ladies'
auxiliary.

(THEY EXIT, PASSING DAN AND BECKY
ENTERING TRYING TO LOOK VERY
INNOCENT)

BILLY:

You know, one thing still
hasn't been explained --
how Helga Boonswoddle knew
about Scheeme in the
first place. You kids
wouldn't know anything
about that, would you?

(THEY LOOK AT ONE ANOTHER, CONFESS)

BECKY:

Well... yeah. See, we
got Mr. Conductor to tell
the medium all that stuff
because it was the only
way we could get you to
realize Scheeme was doing
everything.

realize that all this
superstition stuff is ~~nonsense~~
silly

(STACY LOOKS AT BILLY, A LITTLE
ASHAMED)

SCENE 14 (CONT'D)

STACY:

Gee, sounds to me like even we go so caught up with all the superstition business we couldn't see the truth.

BILLY:

We did sort of start everything off on the wrong track. Walking under ladders and lucky necklaces...

STACY:

I think it's our turn to thank Dan and Becky for showing us how silly we were.

BILLY:

Thanks, kids.

STACY:

Thanks. And next time, I hope you'll stop us before we do anything more foolish.

BECKY:

Well, okay. We'll try to keep an eye on you.

(STACY AND BILLY GRIN, TOUSLE KIDS
HAIR, MOVE OFF)

(MR. C. POPS UP)

MR. C:

How would you rate me?
Was I a good medium or —
medium medium?

*as a medium —
same or well done?*

SCENE 14 (CONT'D)

DAN:

You were great, Mr.
Conductor, although for a
minute I didn't think it
was going to work.

MR. C:

Oh, that's silly, Dan. I
knew Becky's plan would
work all along.

BECKY:

How'd you know that?

MR. C:

It's simple!

(REVEALS GOLD WATCH)

I had my lucky gold watch
with me. And when I have
my lucky gold watch,
things always work out
for the best!

(HE POPS OFF, KIDS STARE AT ONE
ANOTHER AND WE:)

(FREEZEFRAME)